

Performance Outcome 7.1.

Clean and inspect weapons system. (Revolver, Semi-automatic weapon, Shotgun)

Training Objective Related to 7.1.

- A. Given a written exercise, identify nomenclature of weapons. (Revolver, Semiautomatic weapon, Shotgun)
- B. Given a practical exercise, demonstrate prescribed procedure for cleaning weapon. (Revolver, Semi-automatic weapon, Shotgun)

Criteria: The trainee shall be tested on the following:

- 7.1.1. Identification of the correct terms to identify weapons and parts of weapons. (Revolver, Semi-automatic weapon, Shotgun)
- 7.1.2. Demonstration of prescribed procedure to prepare weapon for cleaning. (Revolver, Semi-automatic weapon, Shotgun)
 - a. remove magazine or empty cylinder
 - b. remove round from chamber
 - c. double check weapon to make sure it is empty
- 7.1.3. Identification of weapon cleaning equipment. (Revolver, Semi-automatic weapon, Shotgun)
- 7.1.4. Demonstration of the use of weapon cleaning equipment with agency issued weapon. (Revolver, Semiautomatic weapon, Shotgun)
 - a. field strip weapon (ensure weapon has been made safe prior to field strip)
 - b. clean components
 - c. inspect for damage and imperfections
 - d. lubricate
 - e. reassemble
 - f. safely test for proper function

Lesson Plan Guide: The lesson plan shall include the following:

1. Identification of the correct terms to identify weapons and parts of weapons.
(Revolver, Semi-automatic weapon, Shotgun)
2. Demonstration of prescribed procedure to prepare weapon for cleaning. (Revolver, Semi-automatic weapon, Shotgun)
 - a. remove magazine or empty cylinder
 - b. remove round from chamber
 - c. double check weapon to make sure it is empty
3. Identification of weapon cleaning equipment. (Revolver, Semi-automatic weapon, Shotgun)
4. Demonstration of the use of weapon cleaning equipment with agency issued weapon. (Revolver, Semiautomatic weapon, Shotgun)
 - a. field strip weapon
 - b. clean components
 - c. inspect for damage and imperfections
 - d. lubricate
 - e. reassemble
 - f. safely test for proper function

Performance Outcome 7.2.

Using proper hand grip and observation, draw department issued weapon from holster.
(Revolver or Semi-automatic weapon)

Training Objective Related to 7.2.

- A. Given practical exercises, use a good and consistent combat grip with a safe and efficient draw from the holster following prescribed drawing techniques using the deputy sheriff/jail officer's approved handgun and holster. (Revolver or Semi-automatic weapon)

Criteria: The trainee shall be tested on the following:

- 7.2.1. Draw to a ready position
- 7.2.2. Draw to a "cover mode" simulating the covering of a suspect together with the issuance of the verbal order Police-- Don't Move!"
- 7.2.3. Use standing, kneeling, and prone positions
- 7.2.4. Use of covering and concealment while maintaining visual contact with the threat
- 7.2.5. Reload while concentrated on the threat and not the weapon
- 7.2.6. Clear handgun stoppages
- 7.2.7. Reholster weapon

Lesson Plan Guide: The lesson plan shall include the following:

1. Draw to a ready position
2. Draw to a “cover mode” simulating the covering of a suspect together with the issuance of the verbal order “Police - Don’t move”
3. Use standing, kneeling, and prone positions
4. Use of covering and concealment while maintaining visual contact with the threat
5. Reload while concentrated on the threat and not the weapon
6. Reholster weapon

Definitions:

- a. Gripping: using sufficient strength to hold a weapon on a plane so that the projectile will travel on a line to the target
- b. Lifting: having adequate strength to lift the weapon to eye level while maintaining safe control
- c. Range of vision: should be such that a person can focus on one object (sights) and still see an image of the target
- d. Strength: overall strength should be a minimum of being able to perform normal task without fatiguing quickly
- e. Breathing: holding breath for a minimal time in order to complete the task of firing the weapon
- f. Cover mode: finger outside the trigger guard until you are on target and have decided to fire

Performance Outcome 7.3.

Clear stoppage in semi-automatic pistols, revolvers, and shotguns. Demonstrate safe handling of weapons on the range and on and off duty.

Training Objective Related to 7.3.

Given a practical exercise:

- A. Demonstrate the techniques for clearing stoppages in pistols or revolvers, and shotguns.
- B. Demonstrate safe handling of weapons on the range and how to do so on and off duty.

Criteria: The trainee shall be tested on the following:

7.3.1. Techniques for clearing stoppages:

7.3.1.1. Semi-automatic pistol

- a. Failure to fire
- b. Failure to feed
- c. Failure to eject
- d. Failure to extract

7.3.1.2. Revolver

- a. when trigger is pulled and revolver does not fire
- b. when trigger gets tight and cylinder will not turn
- c. when there is a squib load

7.3.1.3. Shotgun

- a. Failure to fire
- b. Failure to feed
- c. Failure to eject
- d. Failure to extract

7.3.2. Demonstration of safe handling of weapons on the range and identification of safe handling of weapons on and off duty.

Lesson Plan Guide: The lesson plan shall include the following:

1. Techniques for clearing stoppages:
 - a. Semi-automatic pistol
 - (1). Failure to fire
 - (2). Failure to feed
 - (3). Failure to eject
 - (4). Failure to extract
 - b. Revolver
 - (1). when trigger is pulled and revolver does not fire
 - (2). when trigger gets tight and cylinder will not turn
 - (3). when there is a squib load
 - c. Shotgun
 - (1). Failure to fire
 - (2). Failure to feed
 - (3). Failure to eject
2. Demonstration of safe handling procedures of weapon while on the range and identification of safe handling procedures of weapon on and off duty.

Performance Outcome 7.4.

Fire a hand gun and shotgun in various combat situations using issued equipment.

Training Objective Related to 7.4.

- A. Fire the deputy sheriff/jail officer's issued/approved weapon during daytime/low light and/or nighttime combat range exercises using issued/approved loading device, issued/approved holster and flashlight with 70% accuracy on two of the approved courses of fire, one of which must be a Virginia Modified Double Action course.

Criteria: The trainee shall be tested on the following:

- 7.4.1. Demonstrate fundamentals of shooting principles.
- 7.4.2. Fire a minimum of 200 rounds with issued (or equal to this) ammunition in daylight conditions using issued/approved weapon prior to qualification.
- 7.4.3. Qualify on two of the below selected courses of which one course must be one of the Virginia Modified Double Action Courses with approved targets under daylight conditions using issued (or equal to this) duty ammunition, weapon, and leather equipment:
- a. Virginia Modified Double Action Course for Semi-automatic Pistols, 60 rounds, 7, 15, 25 yards shooting
 - b. Virginia Modified Double Action Course for Revolvers, 60 rounds, 7, 15, 25 yard shooting
 - c. Virginia Modified Combat Course I, 60 rounds, 25, 15, 7 yards shooting
 - d. Virginia Modified Combat Course II, 60 rounds, 25, 15, 7, 5, 3 yards shooting
 - e. Virginia Qualification Course I, 50 rounds, 25 to 5 yards shooting
 - f. Virginia Qualification Course II, 60 rounds, 3 to 25 yards shooting
 - g. Virginia Tactical Qualification Course I, 50 rounds, 5 or 7, 25 yards shooting
 - h. Virginia Tactical Qualification Course II, 36 rounds, 3 to 25 yards shooting
- 7.4.4. Fire a minimum of 25 rounds on a low light and/or a minimum of 25 rounds on a nighttime course for practice prior to qualification using the agency issued or approved handgun, duty holster, and loading device.

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- 7.4.4.1. Fire a minimum of 25 rounds on a low light and/or a minimum of 25 rounds on a nighttime qualification course with a 70% qualification score on each course.
- 7.4.4.2. Fire a minimum of 12 rounds with use of a flashlight in 7.4.3 above.
 - a. Identify the advantages and disadvantages of three methods of flashlight use with a weapon.
 - b. Identify the correct target threat by using flashlight techniques and weapon in hand.
- 7.4.4.3. Low light and nighttime practice and qualifications courses with time limitations and distances will be established by the school, agency, or academy board.
- 7.4.4.4. Fire from point shoulder positions, cover down positions, and barricade positions.
- 7.4.4.5. Fire using strong and weak hand as appropriate:
 - a. Standing position
 - b. Kneeling position
 - c. Prone position
- 7.4.4.6. Reload the weapon with emphasis on utilizing tactical reloads where appropriate
- 7.4.4.7. Correct any weapon stoppages that may occur
- 7.4.5. Fire familiarization drills using a minimum of 50 rounds (10 per position) with issued (or equal to this) ammunition to include:
 - 7.4.5.1. Moving forward and backward (deputy sheriff/jail officer and/or target).
 - 7.4.5.2. Moving side to side (deputy sheriff/jail officer and/or target).
 - 7.4.5.3. Use of cover and concealment.
 - 7.4.5.4. Shove and shoot.
 - 7.4.5.5. Seated straight/90 degrees to simulate shooting from a vehicle.
- 7.4.6. Fire the agency issued/approved shotgun during daylight/nighttime combat range exercises with 70% accuracy using silhouette or reactionary targets covering the following:

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- 7.4.6.1. Fire a minimum of 10 pre-qualification rounds of using the agency shotgun on a daylight course using approved single/multiple targets.
- 7.4.6.2. Fire a minimum of 10 rounds of agency issued shotgun rounds (buckshot and/or rifled slugs if issued) using the agency shotgun on a daylight course using approved single/multiple targets with 70% accuracy.
- 7.4.6.3. Fire a minimum of 10 pre-qualification rounds using the agency shotgun on a nighttime course using approved single/multiple targets.
- 7.4.6.4. Fire a minimum of 10 rounds of agency issued shotgun rounds (buckshot and/or rifled slugs if issued) using agency shotgun and approved single/multiple targets on a nighttime course with 70% accuracy.
- 7.4.6.5. Daylight and nighttime shotgun practice and qualification courses with time limitations and distances will be established by the school, agency, or academy board.

Instructor Note: If a weapon other than a handgun or shotgun is used, then individuals must qualify according to criteria set by the school, agency or academy Board.

**VIRGINIA MODIFIED DOUBLE ACTION COURSE FOR
SEMI-AUTOMATIC PISTOLS
Targets- B-21, B-21X, B-27, Q 60 ROUNDS, 7-25 YARDS
Qualification Score: 70%**

Each deputy sheriff/jail officer is restricted to the number of magazines carried on duty. Magazines shall be loaded to their full capacity. Range instructor shall determine when magazines will be changed.

PHASE 1--7 YARD LINE...With loaded magazine, On command fire 1 round in 2 seconds or fire 2 rounds in 3 seconds, make weapon safe, holster, repeat until 6 rounds have been fired.

1. On command draw and fire 2 rounds in 3 seconds, make weapon safe, holster, repeat until 6 rounds have been fired.
2. On command draw and fire 6 rounds strong hand and 6 rounds weak hand in 20 seconds, make weapon safe and holster.

PHASE 2--15 YARD LINE...Point Shoulder Position

1. On command draw and fire 1 round in 2 seconds or 2 rounds in 3 seconds, make weapon safe, holster, repeat until 6 rounds have been fired.
2. On command draw and fire 2 rounds in 3 seconds, holster and repeat until 6 rounds have been fired.
3. On command draw and fire 6 rounds in 12 seconds, make weapon safe and holster.

PHASE 3--25 YARD LINE...On command fire 6 rounds from prone, 6 rounds from kneeling and 6 rounds from standing until 18 rounds have been fired in 75 seconds, strong hand. The order of position and use of cover/concealment and decocking is optional with the instructor.

SCORING-B21, B21X targets-use indicated K value with a maximum 300 points divided by 3 to obtain percent.
B27 target-8,9,10,X rings=5 points, 7 ring=4 points, hits on silhouette=3 points divided by 3 to obtain percent.
Q target-5 points inside the bottle, 3 points outside the bottle on the target. Divide by 3 to obtain percent.

INSTRUCTION'S DISCRETION TO USE PROPER VERBALIZATION WHEN CHALLENGING THE TARGET.

VIRGINIA MODIFIED DOUBLE ACTION COURSE

FOR REVOLVERS

Targets- B21, B21X, B27, Q 60 ROUNDS, 7-25 YARDS

Qualification Score: 70%

Double action only from secure, strapped-in holster.
Range instructor to determine when to load.

PHASE 1--7-YARD LINE...24 Rounds

1. On command draw and fire 1 round in 2 seconds or 2 rounds in 3 seconds, holster, repeat until 6 rounds have been fired.
2. On command draw and fire 2 rounds in 3 seconds, holster, repeat until 6 rounds have been fired.
3. On command draw and fire 6 rounds strong hand, load and fire 6 rounds weak hand in 30 seconds.

PHASE 2--15 YARD LINE...point shoulder position, 18 Rounds

1. On command draw and fire 1 round in 2 seconds or 2 rounds in 3 seconds, holster and repeat until 6 rounds have been fired.
2. On command draw and fire 2 rounds in 3 seconds, holster and repeat until 6 rounds have been fired.
3. On command draw and fire 6 rounds in 12 seconds, holster weapon.

PHASE 3--25 YARD LINE...On command fire 6 rounds from the prone strong hand, 6 rounds kneeling strong hand and 6 rounds standing strong hand in 90 seconds.

(a) Order of position and use of cover/concealment is optional per instructor.

SCORING-B21, B21X targets-use indicated K value with a maximum 300 points divided by 3 to obtain percent.

B27 target-8,9,10,X rings=5 points, 7 ring=4 points, hits on silhouette=3 points divided by 3 to obtain percent.

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Q target-5 points inside the bottle, 3 points outside the bottle on the target.
Divide by 3 to obtain percent.

INSTRUCTOR'S DISCRETION TO USE PROPER VERBALIZATION WHEN CHALLENGING THE TARGET.

VIRGINIA MODIFIED COMBAT COURSE I

Targets-B21, B21X, B27, Q 60 ROUNDS, 25-7 YARDS

Qualification Score 70% Moving Course

Range instructor to determine when to load.

PHASE 1-3 Minute Course..At the 50 YARD LINE.

1. Deputy Sheriff/Jail Officer on command runs to the **25 YARD LINE**, fires 12 rounds with strong hand kneeling, fires 12 rounds prone strong hand, 6 rounds standing strong hand, barricades may be used for cover/concealment.
Order of positions and use of cover/concealment and decocking is optional per instructor.

PHASE 2- 1 Minute...At the 25 Yard Line:

1. Deputy Sheriff/Jail Officer on command runs to the **15 YARD LINE** fires 12 rounds standing strong hand, reloads and fires 6 rounds kneeling.

PHASE 3- 25 Seconds...At the 15 Yard Line:

1. Deputy Sheriff/Jail Officer on command runs to the **7 YARD LINE**, fires 6 rounds strong hand and 6 rounds weak hand.

SCORING-B21, B21X, targets--used indicated K value with a maximum 300 points divided by 3 to obtain percent.

B27 targets-8,9,10,X rings=5 points, 7 ring=4 points, hits on silhouette=3 points divided by 3 to obtain percent.

Q targets-5 points inside the bottle, 3 points outside the bottle on the target.
Divide by 3 to obtain percent.

INSTRUCTOR'S DISCRETION TO USE PROPER VERBALIZATION WHEN CHALLENGING THE TARGET.

**VIRGINIA MODIFIED COMBAT COURSE II
FOR SEMI-AUTOMATIC PISTOLS AND REVOLVERS**

**Targets-B21, B21X, B27, Q 60 ROUNDS, 25-3 YARDS
Qualification Score 70% Moving Course**

Range Instructor to determine when to load.

PHASE 1-90 seconds for **REVOLVERS**, 70 seconds FOR **SEMI-AUTOMATICS**.
At the 50 YARD LINE:

1. Deputy Sheriff/Jail Officer on command runs to the **25 YARD LINE** and fires 6 rounds standing, fires 6 rounds from the prone and 6 rounds kneeling using strong hand. The order of positions and use of cover/concealment and decocking in between is optional with the instructor.

PHASE 2-30 seconds, at the 25 Yard Line:

1. Deputy Sheriff/Jail Officer on command runs to the **15 YARD LINE**, fires 6 rounds standing, 6 rounds kneeling.

PHASE 3-25 Seconds, at the 15 YARD LINE:

1. Deputy Sheriff/Jail Officer on command runs to the **7 YARD LINE**, fires 6 rounds strong hand and 6 rounds weak hand.

PHASE 4-At the **5 YARD LINE**.

1. On command draw and fire 12 rounds in any sequence, i.e. 1 round, 2 rounds, 3 rounds or staggered sequence.

PHASE 5-At the **1 or 2 YARD LINE**, hip shooting.

1. On command draw and fire 6 rounds in any sequence, i.e. 1 round, 2 rounds, 3 rounds or staggered.

SCORING-B21, B21X targets-use indicated K value with a maximum 300 points divided by 3 to obtain percent.

B27 targets-8,9,10,X rings=5 points, 7 ring=4 points, hits on silhouette= 3 points divided by 3 to obtain percent.

Q targets-5 points inside the bottle, 3 points outside the bottle on the target.

Divide by 3 to obtain percent.

INSTRUCTOR'S DISCRETION TO USE PROPER VERBALIZATION WHEN CHALLENGING THE TARGET.

**VIRGINIA QUALIFICATION COURSE 1
FOR SEMI-AUTOMATIC PISTOLS AND REVOLVERS**

Targets-B21, B21X, B27, Q 50 ROUNDS, 25-5 YARDS

Qualification Score 70%

PHASE 1-AT the 25 YARD LINE, 75 seconds for Pistols, 95 seconds for Revolvers.

1. On command with a fully loaded weapon fire 6 rounds prone, 6 rounds kneeling strong hand, 6 rounds standing strong hand. The order of the positions and use of cover/concealment and decocking in between is optional per instructor.

PHASE 2- AT THE 25 YARD LINE, 8 Seconds for pistol or revolver.

1. On command move to the **15 YARD LINE**, draw and fire 2 rounds and stay at cover down position.

PHASE 3-Stay on the 15 YARD LINE, 3 seconds for pistols or revolvers.

1. On command from cover down position fire 2 rounds, recover, maintain cover down position, repeat four times for 8 rounds.

PHASE 4-20 seconds for pistols, 25 seconds for revolvers.

1. At the 15 Yard Line on command move to the **7 YARD LINE**, draw and fire 12 rounds with a MANDATORY RELOAD.

PHASE 5-20 seconds for pistols, 25 seconds for revolvers

1. On command at the 7 YARD LINE move to the **5 YARD LINE**, draw and fire 5 rounds strong hand, **RELOAD** and fire 5 rounds weak hand.

SCORING-B21, B21X targets-use indicated K value with a maximum 250 points multiplied by .4 to obtain percent.

B27 targets-8,9,.10,X rings=5 points, 7 ring=4 points, hits on silhouette=3 points multiply by .4 to obtain percent.

Q targets-5 points inside the bottle, 3 points outside the bottle on the target, multiply by .4. to get percent.

INSTRUCTOR'S DISCRETION TO USE PROPER VERBALIZATION WHEN TO CHALLENGE THE TARGET.

**VIRGINIA QUALIFICATION COURSE II
FOR SEMI-AUTOMATIC PISTOLS AND REVOLVERS**

**Targets-B21, B21X, B27, Q 60 Rounds, 3-25 YARDS
Qualification Score 70%**

PHASE 1-20 seconds, At the **3 YARD LINE**, on command draw and fire 6 Rounds standing with strong hand, **MAGAZINE CHANGE/RELOAD**, Fire 6 rounds standing with weak hand.

PHASE 2-at the **7 YARD LINE**, on command draw and fire 2 rounds in 3 seconds, holster, repeat until 12 rounds have been fired.

PHASE 3-10 seconds, at the **7 YARD LINE**, On command draw and fire 6 rounds kneeling.

PHASE 4-37 seconds, At the **15 YARD LINE**, on command fire 12 rounds standing, 6 rounds kneeling. SEMI-AUTOS must have MAGAZINE CHANGE.

PHASE 5-45 seconds, At the **25 YARD LINE**, on command fire 12 rounds, 6 rounds kneeling using barricade and 6 rounds standing using barricade for cover.

SCORING-B21, B21X, targets-use indicated K value with a maximum 300 points divided by 3 to obtain percent.

B27 targets-8,9,10,X rings=5 points, 7 ring=4 points, hits on silhouette=3 points divided by 3 to obtain percent.

Q targets-5 points inside the bottle, 3 points out of the bottle on the target. Divide by 3 to obtain percent.

INSTRUCTOR'S DISCRETION WHEN TO HAVE DEPUTY SHERIFF/JAIL OFFICER TO USE PROPER VERBALIZATION TO CHALLENGE THE TARGET.

**VIRGINIA TACTICAL QUALIFICATION COURSE
FOR SEMI-AUTOMATIC PISTOLS AND REVOLVERS
Targets-B21, B21X, B27, Q 50 Rounds, 5/7-25 YARDS
Qualification Score 70%**

Each deputy sheriff/jail officer restricted to number of magazines carried on duty. Magazines fully loaded. Instructor shall determine magazine changes.

PHASE 1-At 5,7 OR FRACTION THERE OF, point shoulder shooting, fire 2 rounds in 3 seconds for 12 rounds. After each two rounds, holster, repeat until 12 rounds have been fired.

1. On command draw and fire 6 rounds in 8 seconds, point shoulder position.
2. On command draw and fire 4 rounds in 8 seconds, strong hand only, point shoulder.
3. On command fire 4 rounds in 10 seconds, weak hand point shoulder.

PHASE 2-At 15 YARD LINE, point shoulder position

1. On command draw and fire 2 rounds in 3 seconds for 6 rounds. (Optional to holster after each 2 rounds)
2. On command draw and fire 6 rounds in 12 seconds.

PHASE 3-At 25 YARD LINE, 45 seconds for pistols, 60 seconds for revolvers.

1. On command assume kneeling position, draw and fire 6 rounds behind a barricade.
2. Fire 6 rounds, strong hand standing barricade position.

SCORING-B21, B21X targets-use indicated K value with a maximum 250 points multiply by .4 to obtain percent.

B27 targets-8,9,10,X rings=5 points, 7 ring=4 points, hits on silhouette=3 points multiply by .4 to obtain percent.

Q targets-5 points inside the bottle, 3 points out of the bottle on the target, multiply by .4 to obtain percent.

INSTRUCTOR'S DISCRETION WHEN TO HAVE DEPUTY SHERIFF/JAIL OFFICER USE PROPER VERBALIZATION TO CHALLENGE THE TARGET.

VIRGINIA TACTICAL QUALIFICATION COURSE 2

FOR SEMI-AUTOMATIC PISTOLS AND REVOLVERS

Targets-B21, B21X, B27, Q 36 ROUNDS, 3-25 YARDS

Qualification Score 70%

Course begins with a charged and fully loaded weapon, all shots fired standing with strong hand, weapon at eye level with all shots placed high in the chest area unless directed otherwise by the instructor.

Weapons WILL NOT BE holstered until the target has edged or whistle has blown. At the end of each phase of fire, a tactical/combat reload will be executed before holstering.

If a reload is required it will be accomplished by using a combat or speed reloading technique.

Prior to the start of the course at the 7 YARD LINE, semi-auto pistol shooters will be advised to keep one magazine empty and load as directed by instructor in order to evaluate slide lock back, chamber empty and combat loads.

Revolver shooters will have reload time increased by 2 seconds at all stages of fire.

PHASE 1-At 3 YARD LINE, on command draw and fire 2 rounds in 3 seconds, one round in the body, one round in the head or groin and holster. Repeat 3 more times until 8 rounds have been fired.

REVOLVER shooter will reload before firing last four rounds.

PHASE 2-At 7 YARD LINE, (Prior to firing this stage, pistol shooters will be directed to do an in holster magazine exchange placing a magazine with 2 rounds in the pistol).

On command draw and fire 2 rounds strong hand, execute a combat or speed reload, transfers weapon to weak hand and fires 1 additional round in 10 seconds. Weapon remains out held in weak hand only and on command fires 3 rounds in 3 seconds and safely holsters. Total rounds fired 6.

PHASE 3-At 7 YARD LINE, draw and fire 4 rounds in 5 seconds and safely holster.

Repeat again for a total of 8 rounds. (Revolvers, top off cylinder before firing last 4 rounds).

PHASE 4-At 15 YARD LINE, standing, draw weapon to READY GUN and wait command to fire. On command fire 2 rounds in 3 seconds, return to READY GUN. On command fire 2 rounds, execute a combat or speed reload fire 2

additional rounds and return to READY GUN. **12 SECONDS allotted to fire rounds 3 & 4, reload and fire 2 additional rounds.** On command fire 2 rounds in 3 seconds, safely holster. Total rounds fired 8.

VIRGINIA TACTICAL QUALIFICATION COURSE 2 (cont..from 25 yard line)

PHASE 5-AT 25 YARD LINE, Shooter stands beside cover (barricade), On command retreats behind cover, draws on the move and from behind cover, assumes strong side kneeling position, leans out from behind the cover, fires 2 rounds strong side kneeling in 12 seconds and holsters.

Shooter stands beside cover (barricade) and on command shooter retreats behind cover and assumes strong side standing position, leans out from behind cover and fires 2 rounds, strong side standing in 12 seconds and holsters.

Shooter again retreats behind cover, assumes weak side standing position, leans out from behind cover and fire 2 rounds weak side standing and holsters.

WHEN SHOOTER RETREATS BEHIND COVER, ALL WEAPONS WILL BE DECOCKED AND TRIGGER FINGER PLACED OUTSIDE AND ABOVE THE TRIGGER GUARD. FAILURE TO DO SO IS A SAFETY VIOLATION AND NONE OF THE ROUNDS FIRED WILL BE SCORED. This course of fire is to teach looking for and moving to cover.

SCORING-B21, B21X, B27 targets-used indicated K value with a maximum 180 points divide by 1.8 to obtain percent.

B27 target-8,9,10,X rings=5 points, 7 rings=4 points, hits on silhouette=3 points, divide by 1.8 to obtain percent.

Q targets-5 points inside the bottle, 3 points out of the bottle and on the target multiply by 1.8 to obtain percent.

INSTRUCTOR'S DISCRETION WHEN TO HAVE THE DEPUTY SHERIFF/JAIL OFFICER USE PROPER VERBALIZATION TO CHALLENGE THE TARGET.

Performance Outcome 7.5.

Secure weapons while off duty. (Revolvers, Semi-automatic weapons, Shotguns)

Training Objective Related to 7.5.

- A. Given a written exercise, identify reasons for and methods for avoiding firearms accidents while off duty.

Criteria: The trainee shall be tested on the following:

7.5.1. Reasons for security

- 7.5.1.1. Prevent injury and unauthorized access (§ 18.2-56.2)
- 7.5.1.2. Minimize theft opportunity (separate ammunition from the weapons)

7.5.2. Methods for security

- 7.5.2.1. Lock box
- 7.5.2.2. Trigger lock
- 7.5.2.3. Cable lock
- 7.5.2.4. Disassemble weapon

Lesson Plan Guide: The lesson plan shall include the following:

1. Reasons for security

- a. Prevent injury and unauthorized access (§ 18.2-56.2)
- b. Minimize theft opportunity (separate ammunition from the weapons)

2. Methods for security

- a. Lock box
 - (1). loaded
 - (2). unloaded
- b. Trigger lock
 - (1). unloaded
- c. Cable lock
 - (1). unloaded
- d. Disassemble weapon

Performance Outcome 7.6.

Carry a firearm when off duty. (Revolver, Semi-automatic weapon)

Training Objective Related to 7.6.

- A. Given a written exercise, identify the factors to consider when carrying a firearm while off duty. (Revolver, Semi-automatic weapon)

Criteria: The trainee shall be tested on the following:

- 7.6.1. Identification of the requirements for carrying a firearm off duty
 - 7.6.1.1. A deputy sheriff/jail officer must comply with department policy relating to carrying a firearm while off duty
 - 7.6.1.2. A deputy sheriff/jail officer must qualify with the off duty firearm.
- 7.6.2. Identification of statutes that regulate the carrying of firearms while off duty.
- 7.6.3. Identification of the impact that alcohol consumption, prescription drugs, or over-the-counter medication may have on judgment relating to use of firearms while off duty.
- 7.6.4. Identification of conditions that should be maintained while carrying a firearm off duty.

Lesson Plan Guide: The lesson plan shall include the following:

1. Identification of the requirements for carrying a firearm while off duty.
 - a. A deputy sheriff/jail officer must comply with department policy relating to carrying a firearm while off duty.
 - b. A deputy sheriff/jail officer must qualify with the off duty firearm.
2. Identification of statutes that regulate the carrying of firearms while off duty.
3. Identification of the impact that alcohol consumption, prescription drugs, or over-the-counter medication may have on judgment relating to use of firearms while off duty.
4. Identification of conditions that should be maintained while carrying a firearm off duty
 - a. Concealed
 - b. Secure (retaining device)
 - c. Accessible
 - d. Law enforcement i.d. with weapon
 - e. Jurisdiction
 - f. Training
5. Identification of response to being stopped by on-duty officer:
 - a. Upon being challenged, members will remain motionless unless given a positive directive otherwise.
 - b. Members will obey the commands of the challenging member, whether or not he/she is in uniform. This may entail submission to arrest.
 - c. Members will not attempt to produce identification unless and until so instructed.
 - d. If circumstances permit, members may verbally announce their identity and state the location of their badge and credentials.
 - e. Members should ask the challenger to repeat any directions or questions that are unclear and should never argue with challenger.
 - f. Challenged members will follow all instructions received until recognition is acknowledged.

Performance Outcome 7. 7.

Determine the need for use of deadly force and take appropriate action.

Training Objective Related to 7. 7.

- A. Given a practical exercise or case scenario(s) using the following criteria, evaluate person(s) as an immediate deadly force threat, use judgment as to when to draw a weapon, cover a suspect, and/or use the weapon while utilizing a safe position, providing verbal direction to the suspect and using available cover.

Criteria: The trainee shall be tested on the following:

- 7.7.1. Deputy/Jail Officer will determine whether or not use of deadly force is necessary.
- a. intent
 - b. ability
 - c. means
 - d. opportunity
- 7.7.2. Deputy/Jail Officer will determine whether or not the use of a firearm would be justified.
- 7.7.3. Deputy/Jail Officer will identify the use of a vehicles as a force on the force continuum.
- 7.7.4. Deputy/Jail Officer will evaluate a moving target as an immediate deadly force threat and that the officer has no alternative but to shoot at the moving target
- a. Shooting at a moving target is the last resort available.

Example: Shooting at the driver of a moving vehicle must be the last resort available due to the possibility of the loss of control of the vehicle if the driver is shot.

- 7.7.5. Identify the extreme hazards to be encountered in attempting to shoot while in motion.

Example: Shooting from a moving vehicle.

- a. The practice of shooting from a moving vehicle is in most cases not practical and places the Deputy/Jail Officer and public in severe danger.

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- b. Alternative measures should be employed by the Deputy/Jail Officer if at all possible, such as seeking cover, slowing their vehicle if being shot at by an adjacent vehicle, etc.
- c. The danger Deputy/Jail Officers place themselves and the public in by shooting from a moving vehicle includes the reduced ability to aim a firearm at the threat and perform a fine motor skill such as directing aimed, deliberate gun-fire while operating a moving vehicle in a safe and responsible manner.
- d. The risk to the Deputy/Jail Officer and the public must be greatly outweighed by the benefit of trying to stop a person who is an immediate deadly threat to the Deputy Sheriff/Jail Officer or the public in order for a Deputy Sheriff/Jail Officer to make an attempt to stop that person by firing from a moving vehicle.

7.7.6. Describe reasons why warning shots should not be fired.

- a. The discharge of a firearm normally constitutes deadly force. The deadly force standard is for the preservation of life or to prevent serious physical injury.
- b. Shooting is normally a last resort option.
- c. There is no ability to determine the effect of a warning shot on the person.
- d. The Deputy/Jail Officer is accountable for where the round goes or ends up.
 - 1. Bullet may ricochet
 - 2. Deputy/Jail Officer cannot determine where bullet will land
- e. May be illegal in some circumstances.

7.7.7. Identify at least three potential deadly force scenarios.

7.7.8. Identify other alternatives that the Deputy/Jail Officer may consider using before using deadly force.

Lesson Plan Guide: The lesson plan shall include the following:

1. Deputy Sheriff/Jail Officer will determine whether or not use of deadly force is necessary.
 - a. intent
 - b. ability
 - c. means
 - d. opportunity
2. Deputy Sheriff/Jail Officer will determine whether or not the use of a firearm would be justified
3. Deputy Sheriff/Jail Officer will identify the use of a vehicle as a force on the force continuum.
4. Deputy Sheriff/Jail Officer will evaluate a moving target as an immediate deadly force threat and that the Deputy Sheriff/Jail Officer has no alternative but to shoot at the moving target
 - a. Shooting at a moving target is the last resort available.

Example: Shooting at the driver of a moving vehicle must be the last resort available due to the possibility of the loss of control of the vehicle if the driver is shot.

5. Identify the extreme hazards to be encountered in attempting to shoot while in motion.

Example: shooting from a moving vehicle.

- a. The practice of shooting from a moving vehicle is in most cases not practical and places the Deputy Sheriff/Jail Officer and public in severe danger.
 - b. Alternative measures should be employed by the Deputy Sheriff/Jail Officer if at all possible, such as seeking cover, slowing their vehicle if being shot at by an adjacent vehicle, etc.
 - c. The danger Deputy Sheriffs/Jail Officers place themselves and the public in by shooting from a moving vehicle includes the reduced ability to aim a firearm at the threat and perform a fine motor skill such as directing aimed, deliberate gun-fire while operating a moving vehicle in a safe and responsible manner.
 - d. The risk to the Deputy Sheriff/Jail Officer and the public must be greatly outweighed by the benefit of trying to stop a person who is an immediate deadly threat to the Deputy Sheriff/Jail Officer or the public in order for a Deputy Sheriff/Jail Officer to make an attempt to stop that person by firing from a moving vehicle.
6. Describe reasons why warning shots should not be fired.

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- a. The discharge of a firearm normally constitutes deadly force. The deadly force standard is for the preservation of life or to prevent serious physical injury.
 - b. Shooting is normally a last resort option.
 - c. There is no ability to determine the effect of a warning shot on the person.
 - d. The Deputy Sheriff/Jail Officer is accountable for where the round goes or ends up.
 - (1). Bullet may ricochet
 - (2). Deputy Sheriff/Jail Officer cannot determine where bullet will land
 - e. Firing warning shots may be illegal in some circumstances.
7. Identify at least three potential deadly force scenarios.
8. Identify other alternatives that the Deputy Sheriff/Jail Officer may consider using before using deadly force.